

Abstract of Disclosure

A 3D image processing unit for applying a specified image processing to display a model located in a simulated 3D space on a monitor after rendering processing. The 3D image processing unit includes a memory unit for storing a rendered model image as a collection of pixel data and distance information from a viewing point of a simulated camera in correspondence with respect to said pixel data; image processing unit for applying semitransparent processing to each pixel data read from the memory unit; rewriting unit for rewriting the pixel data with said distance information from the viewing point of the simulated camera that is a specified reference value or larger; and control unit for causing the image processing unit and the rewriting unit to repeatedly operate a specified number of times while successively increasing the specified reference value and successively increasing a degree of transparency.